

30-50 cards per deck (Defense Deck)

Shield Card: One type of card protects only the player that picks it up. Ex, you use the shield and it only protects yourself from damage. The second card can protect either your teammate or you (the player that is using the card can pick who to protect). Ex, you can shield either yourself or your teammate from the attack. The last type of card protects both team members. Ex, both you and your teammate will be shielded from the other team's attack. All of the shield cards block half of the attack. Ex, a player is hit with 6 damage and they use a shield, that means that get hit with only 3 damage instead. The shield card lasts until a player gets hit with an attack, then the card goes back to the bottom of the defense deck. The player/players have to use their shield card on their turn before the enemy team takes their turn. Note: (The cards that protect only one person will cost 2 mp to use and the card that protects both you and your teammate will cost 3 mp to use.)

Fire + Shield: Protects against all attacks except Water.

Water + Shield: Protects against all attacks except Lightning.

Lightning + Shield: Protects against all attacks except Earth.

Earth + Shield: Protects against all attacks except Fire.

Healing Card: One type of card heals only the player that picks it up. The second card can heal either your teammate or you (the player that is using the card can pick who to heal). The last type of card heals both team members. All of the healing cards will heal 10 HP to the player/players who use it. Every healing card is only able to be used once and then the card goes back to the bottom of the defense deck. The player/players have to use their healing card on their turn before the enemy team takes their turn. Note: (The cards that heal only one person will cost 2 mp to use and the card that heals both you and your teammate will cost 3 mp to use.) Note: (You can only heal up to your max health, you cannot go over).

Transfer Card: The first card type is where you can swap the damage between teammates. Ex, if your teammate got hit with 10 damage and you got hit with 5 damage you can swap them and have you get hit with 5 damage and your teammate get hit with 10 damage instead and the card will return to the bottom of the defense deck. The second card is where if you get hit you can transfer that damage to your teammate instead. Ex, if you got hit with 5 damage you can have your teammate hit with 5 damage instead and the card will return to the bottom of the defense deck. The final card type is where if your teammate gets hit, they can transfer that damage over to you instead. Ex, if your teammate gets hit with 5 damage they can have you get hit with 5 damage instead and the card will return to the bottom of the defense deck. Note: (The cards that transfer to only one person will cost 2 mp to use and the card that swaps damage between both you and your teammate will cost 3 mp to use.)

Reflect Card: The first card is where you can reflect the damage that the other team attacks you with and the other team will get hurt instead. Ex, if the other team attacks you with 10 damage, you can reflect it back at them and they will take 10 damage instead and the card will return to the bottom of the defense deck. The second card is where you can choose to reflect the damage from you or your teammate (the player that is using the card can pick who to reflect damage from) that the other team throws and the other team will take damage instead. Ex, if the other team throws 10 damage at your teammate, you can then reflect that damage back at the other team and the card will return to the bottom of the defense deck . The final card is where you can reflect the damage that is thrown at both you and a teammate and the other team will take damage instead. Ex, if you are attacked with 10 damage and your teammate is attacked with 7 damage, that will then be reflected back at the other team and the card will return to the bottom of the defense deck. Note: (the player that throws the attack will receive the damage that is reflected back.) Note: (The cards that reflect damage from only one person will cost 2 mp to use and the card that reflects damage from both you and your teammate will cost 3 mp to use.)

Regenerate Card: The first card is where you can regenerate 5 health for 4 turns for yourself. Ex, you play the card and for 4 turns you will gain 5 health for yourself and the card will return to the bottom of the defense deck after 4 turns or you reach max health again. The second card is where you can have you or your teammate regenerate 5 health for 4 turns (the player that is using the card can pick who gets to regenerate health). Ex, you play the card and your teammate will regenerate 5 health for 4 turns and the card will return to the bottom of the defense deck after 4 turns or you reach max health again. The final card is where both you and your teammate can regenerate 5 health for 4 turns. Example, you play the card and both you and your teammate will regenerate 5 health for 4 turns and the card will return to the bottom of the defense deck after 4 turns or you reach max health again. Note: (You can only regenerate back to your max health, you cannot go over.) Note: (The cards that regenerate only one person will cost 2 mp to use and the card that regenerates both you and your teammate will cost 3 mp to use.)

20 Cards (Elemental Deck): Different types of elements such as Water, Fire, Earth and Lightning. Each element card can be added to attacks and shields. If a player has a shield or attack card they can combine it with an element card that they have as well. Ex, a fire element card can be combined with a shield card to make a fire shield card. Each card type will have a weakness. Ex, a fire element's weakness is a water element.

(30-50) Attack Cards

Bolt: This is a type of attack card where you can throw a bolt at an enemy and it does 7 damage. This attack can be combined with any elemental card to make a special type of bolt. Note: (To use this card it will cost the player 2mp.)

Fire + Bolt: A bolt of fire attacks the enemy and they take 6 damage, you can choose which enemy to attack. If they are holding a water shield this attack fails and does nothing.

Water + Bolt: A bolt of water attacks the enemy and they take 6 damage. If they are holding a lightning shield this attack fails and does nothing.

Lightning + Bolt: A bolt of lightning attacks the enemy and they take 6 damage. If they are holding an earth shield this attack fails and does nothing.

Earth + Bolt: A bolt of earth attacks the enemy and they take 6 damage. If they are holding a fire shield this attack fails and does nothing.

Missiles: This is a type of attack card where you can shoot 5 missiles at an enemy and each missile does 1 damage for a total of 5 damage. You can also choose which enemy to attack and how many missiles you want to send to each opponent. Ex, you can send 2 missiles to one person and 3 to another. (The missile card that only one person will cost 2 mp to use and the missile card that attacks both enemies will cost 3 mp to use.)

Shield Blocker: You can place this card on an opponent's shield card to render it useless for 1 turn. Ex, On your turn you can place a shield blocker card on an opponents shield and it will not protect the opponent on their next turn. After the 1 turn the shield blocker card goes away and is put at the bottom of the attack deck. (The shield blocker card will cost 2 mp to use.)

Set the number of mp at the start (20) and regenerate 4 mp per turn.

4 cards per player at the start of the game. They can pick which piles they want cards from. Ex, 3 cards from the defense pile and 1 card from the attack pile.